

## DETAILED ACTION

### EXAMINER'S AMENDMENT

1. An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR

1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Gerald Gray on 03/06/06.

The application has been amended as follows:

**Claim 1 (Currently amended)** A software application stored on an information storage medium including a personal narrative agent [for providing instructions to one or more processors] having instructions, which when executed cause one or more processors to create and manage multiple dynamic customized story experiences for a subject user in a user-observable environment having at least one object with which the subject user may interact, [the one or more processors permitting the personal narrative agent to perform] by performing the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences;

maintaining data relating to the subject user, the environment and the multiple story experiences of the subject user; and

simultaneously managing each of said multiple story experiences each pf which reaches its own narrative conclusion consistent with input and characteristics of the subject user and any objects selected to influence said story experiences.

**Claim 9 (Currently mended)** The software application of Claim 1, further including a second personal narrative agent for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for a second user in said user-observable environment having said at least one object with which the second user may interact, the one or more processors permitting the second personal narrative agent to perform the steps of: selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences of the second user; maintaining data relating to the second user, the environment and the story experiences of the second user; and simultaneously managing each of said story experiences of said second user independent of said story experiences of said subject user, and each of which reaches its own narrative conclusion consistent with input and characteristics of the second user and any objects selected to influence said story experiences of said second user, ~~such as~~ to enable said second user to pursue individual stories independent from the stories of the first user.

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**Claim 28 ( Currently amended)** The software application of Claim 1, further including a second personal narrative agent for providing instructions to one or more processors to create and manage one or more dynamic customized stories for a computer-controlled character in said user-observable environment having said at least one object with which the computer-controlled character may interact, the one or more processors permitting the second personal narrative agent to perform the steps of: selectively interacting with said at least one object to manipulate the environment in furtherance of the stories; maintaining data relating to the computer-controlled character, the environment and the stories of the computer-controlled character; and simultaneously managing each of said stories of said computer-controlled character independent of said stories of said first user, each of which reaches its own narrative conclusion consistent with input and characteristics of the computer-controlled character and any objects selected to

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influence said stories of said computer-controlled character, ~~such as~~ to enable said computer-controlled character to pursue stories independent from the stories of the first user.

**Claim 39 ( Currently amended)** A software application stored on an information storage medium [for providing instructions to one or more processors] having instructions, which when executed cause one or more processors to create and manage one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assisted to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, [the one or more processors permitting a first personal narrative agent which is assigned to a first user to perform] by performing the steps of:

selectively interacting with said at least one object and a second personal narrative agent which is assigned to a second user to manipulate the environment in furtherance of said one or more story experiences, including negotiating a story opportunity involving a second user for the first user with said second personal narrative agent consistent with said one or more story experiences;

maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

**Claim 40 ( Currently amended)** A software application stored on an information storage medium [for providing instructions to one or more processors] having instructions, which when executed cause one or more processors to create and manage one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, [the one or more processors permitting a first personal narrative agent which is assigned to a first user to perform] by performing the steps of:

selectively interacting with said at least one object and a second personal narrative agent which is assigned to a second user to manipulate the environment in furtherance of said *one or more story experiences, including negotiating for use of one or more objects with said second personal narrative agent, said objects being used in one or more story experiences of one or both of said first and second users;*

maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

*Allowable Subject Matter*

2. Claims 1-37, 39-66, 179-184 and 186-187 are allowed over the prior art of record.

Applicant has claimed uniquely distinct features in the instant invention which are not found in the prior art either singularly or in combination a software application including a personal narrative agent for providing instructions to one or more processors to create and manage multiple dynamic customized story experiences for a subject user in a user-observable environment having at least one object with which the subject user may interact, the one or more processors permitting the personal narrative agent to perform the steps of selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences; maintaining data relating to the subject user, the environment and the multiple story experiences of the subject user; and simultaneously managing each of said multiple story experiences each of which reaches its own narrative conclusion consistent with input and characteristics of the subject user and any objects selected to influence said story experiences. These features are not found or suggested in the prior art.

The present invention is directed to selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences; maintaining data relating to the subject user, the environment and the multiple story experiences of the subject user; and simultaneously managing each of said multiple story experiences each of which reaches its own narrative conclusion consistent with input and characteristics of the subject user and any objects selected to influence said story experiences. Each independent claim is identified the uniquely distinct features "maintaining data relating to the subject user, the environment and the multiple story experiences of the subject user; and simultaneously managing each of said

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multiple story experiences each of which reaches its own narrative conclusion consistent with input and characteristics of the subject user and any objects selected to influence said story experiences.” The closest prior art Huard and Cheng discloses a conventional system for permitting personal narrative agent to interact with object and representing users in a virtual environment with avatars; either singularly or in combination fail to anticipate or render the above underline limitations obvious.

5. Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled “Comments on Statement of Reasons for Allowance.”

### ***Conclusion***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Cao (Kevin) Nguyen whose telephone number is (571)272-4053. The examiner can normally be reached on 8:30AM-5:00PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner’s supervisor, John Cabeca can be reached on (571)272-4048. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Cao (Kevin) Nguyen  
Primary Examiner  
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12/06/05